SHUANG WU

Portfolio https://shuang-shawn.github.io
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TECH STACK

Languages: C#, Python, C++, Java, JavaScript, C, Kotlin, Swift, SQL, HTML

Framework & Tools: Unity, Unreal, Node.js, React, Node, Express, .NET Core, REST API, Docker, MongoDB, DynamoDB, PostgreSQL, Git, Unix, AWS EC2, AWS Lambda, API Gateway, OOP, Agile

EXPERIENCE

Co-op Software Tester | HealthTech Connex Inc. Surrey | May 2022 – Sept 2023

- Developed and executed manual and automated unit tests to ensure the quality and functionality of desktop applications for medical devices.
- Identified, documented, and reported software bugs, resolved issues with development teams. Contributed to improving testing processes and methodologies, adopting new tools and techniques to enhance efficiency and effectiveness.

Full Stack Developer | **Squamish Real Estate**   Vancouver | Sept 2023 – July 2024

- Migrated and redesigned commercial website from Django to React, ensuring a modern interface.
- Implemented AWS API Gateway endpoints for data analysis, providing valuable insights to users.
- Shifted majority of the data infrastructure to AWS cloud for scalability of the website.

PROJECTS

Together, We Conquer | 2.5D co-op Action Game in Unity   Sept 2024 – Dec 2024

- Led a 4-person team using Agile, Trello, and Git; managed task assignments and sprint planning.
- Designed and implemented core gameplay mechanics and systems in Unity with C#, focusing on smooth co-op combat and player interaction.
- Delivered one of the most polished projects in the class, recognized for its cohesive design and technical execution.

Plinkrupt | iOS Mobile Game Project   Jan 2025 – April 2025

- Collaborated in a 4-person team to build a mobile game using Unity (C#).
- Designed game environments and handled technical documentation for consistent development.
- Ported the game to iOS using Xcode, ensuring smooth performance and platform compatibility.

Project Laugh | Global Game Jam 2024 Project   Jan 2024 – Feb 2024

- Collaborated with a team of four, creating a single-player RPG with turn-based combat
- Designed and implemented the game world environment using tilemaps and C# scripts for character movement and interaction logic.
- Completed development within one week, delivering a humorous RPG with approximately 10 minutes of gameplay

Tanky Tank | Personal Game Project   March 2024 – April 2024

- Developed a 3D arcade shooting game in **Unreal Engine 5**
- Implemented robust event handling using multicast delegates for hit detection and damage events, enhancing gameplay responsiveness.
- Integrated Unreal Engine 5's Blueprint system with C++ script

EDUCATION

Bachelor of Science in Applied Computer Science (BCIT)   Sept 2021 – Present

- Game Development / Cloud Computing   cGPA: 91%

Bachelor of Arts in Interdisciplinary Studies (UBC)   Sept 2015 – May 2020

- Economics / Asian Studies